PlayStation

NTSC U/C

LEGO RACERS

Build, Customize, Race and Win!

Rocket Racer

PlayStation

EVERYONE
E
CONTENT RATED BY
ESRB

SLUS-00581
2200545

LEGO media

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Game set-up

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the LEGO® Racers disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

NOTE: If you have a **MEMORY CARD**, insert it now, before you turn the PlayStation game console on. You can save your custom Racer data and game data to this MEMORY CARD.

1. **Pick a language**. After the introduction sequence, you will see a screen where you should pick a language. Use the **directional buttons** to move **left** or **right** to choose the language you want. Once you pick a language it will be saved to the MEMORY CARD (if one is inserted), so you won't have to choose it again. You can always go to the **Options** screen to change the language again.
2. Once you have chosen a language, you can build a custom car or go straight to the racing.

Quick Start

Do you want to start racing right away? Here's how to get going without delay.

- Select **Single Race** from the **Main Menu**.
- Select the **track** that you want to race on. As you are just starting out, you will have four tracks to choose from.
- Select any **Racer** you like. As you are just starting out, you will have four racers to choose from.
- Now you are ready to race. On your mark, get set, go!

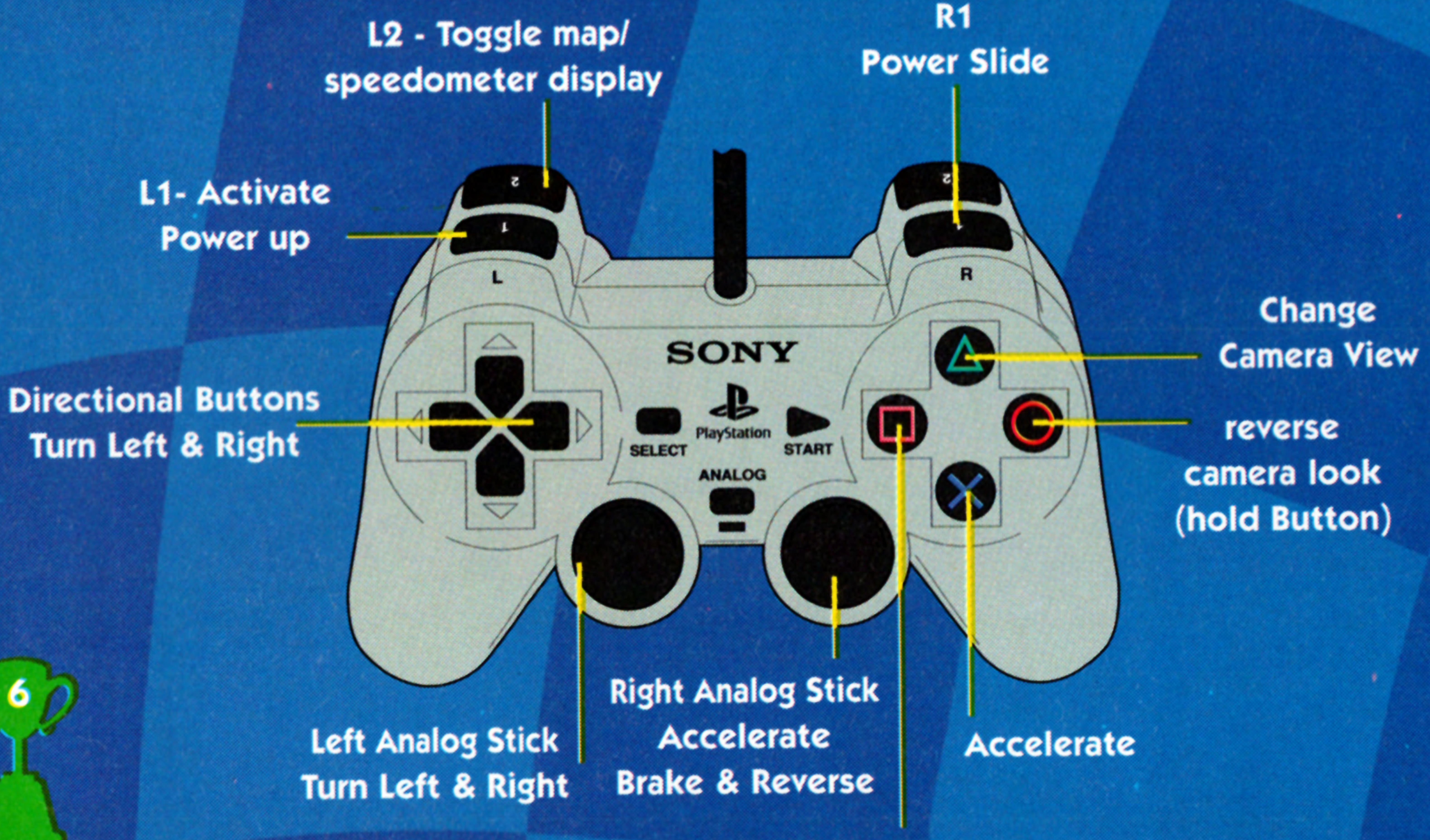
Controls

Here is a list of the default controls. You can change these controls in the **Options** Menu.

Note: You must have two controllers plugged in to play in Versus mode.

Soft reset methods:

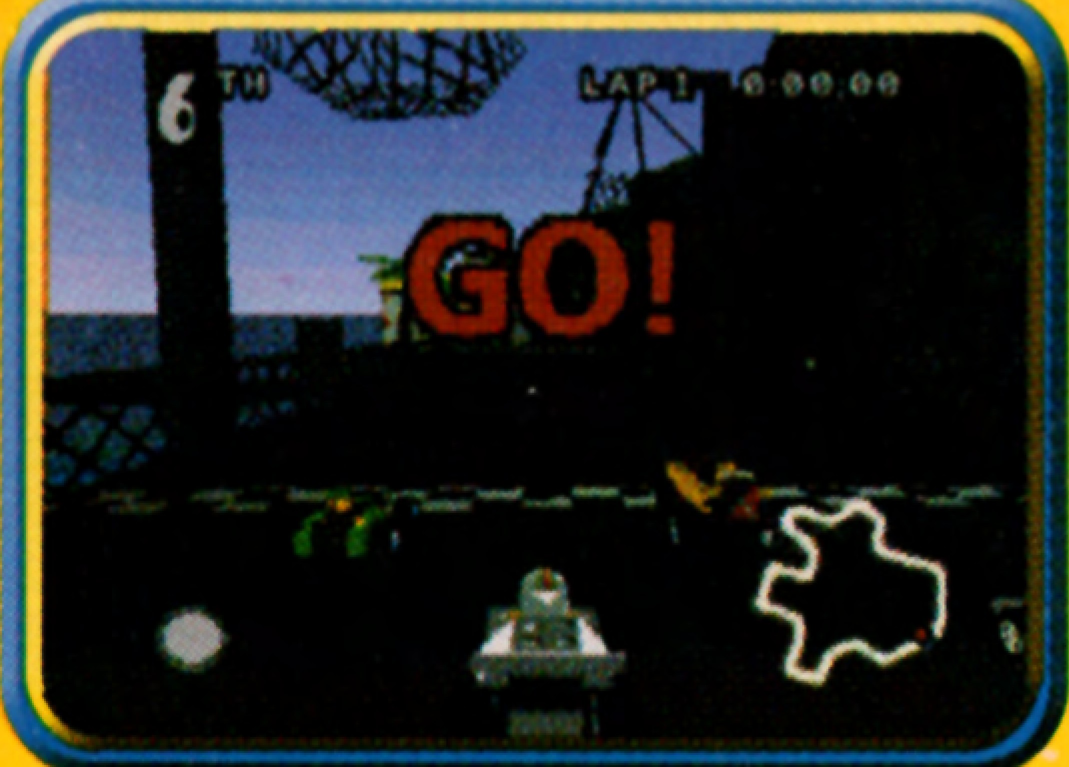
1. During gameplay, press the START button to pause and select EXIT to go back to the Main Menu screen
2. During game play hold down the SELECT button, and then press and hold down the START button to go back to the Main Menu screen.


L2 - Toggle map/ speedometer display
R1 Power Slide
L1- Activate Power up
Change Camera View
Directional Buttons Turn Left & Right
reverse camera look (hold Button)
SONY
PlayStation
SELECT
START
ANALOG
L
R
Right Analog Stick Accelerate Brake & Reverse
Left Analog Stick Turn Left & Right
Accelerate
Brake & Reverse

Playing the game

LEGO Racers is an action-packed, racing game, filled with thrills, spills and exciting challenges. You will be up against the all-time greatest LEGO Racers, each one with a unique brand of clever driving skills and tricks to outwit you. You will have to master lots of driving maneuvers, and find out just when and how to use them. Then you can win races and become a LEGO Racers champion yourself.

Turbo Start



The Turbo Start is all about timing. Watch the 3-2-1 countdown. As soon as the word **Go** comes up, hit the acceleration button. If you time it just right, you can start the race at full speed!

Playing the Game

Power Sliding

6TH
LAP 2
BEST

You will probably be able to get through the earlier races without learning how to power slide. But if you want to beat the LEGO Champs on the harder tracks, you will have to know how to power slide. So why not think of the early races as your training ground and use them to learn how to become a power sliding expert? Power slides are not very hard to do. Just hold down the **acceleration** and **power slide** buttons at the same time. Then turn left or right while still holding the buttons. Power slides will let you make sharper turns at high speeds.

Super Sliding

Super sliding is a bit more tricky. Hold down the **accelerator**, **brake** and **power slide** buttons and turn **left** or **right**. This will make a very tight turn. When you let go of either the brake or power slide button, the car will zoom off in the direction you are facing. Super slides are not easy and you will really need to practice to get them right. You can try them out on the test track until you become a super sliding ace.
(Find out how to use the test track on page 25.)

Power Ups

If you want to be a winner, you will have to use power ups. Power ups range from basic shields or projectiles to ultra-powerful enhancements such as the awesome **Guided Rockets** or the mysterious **Mummy's Curse**. You will need to know how to use them all.

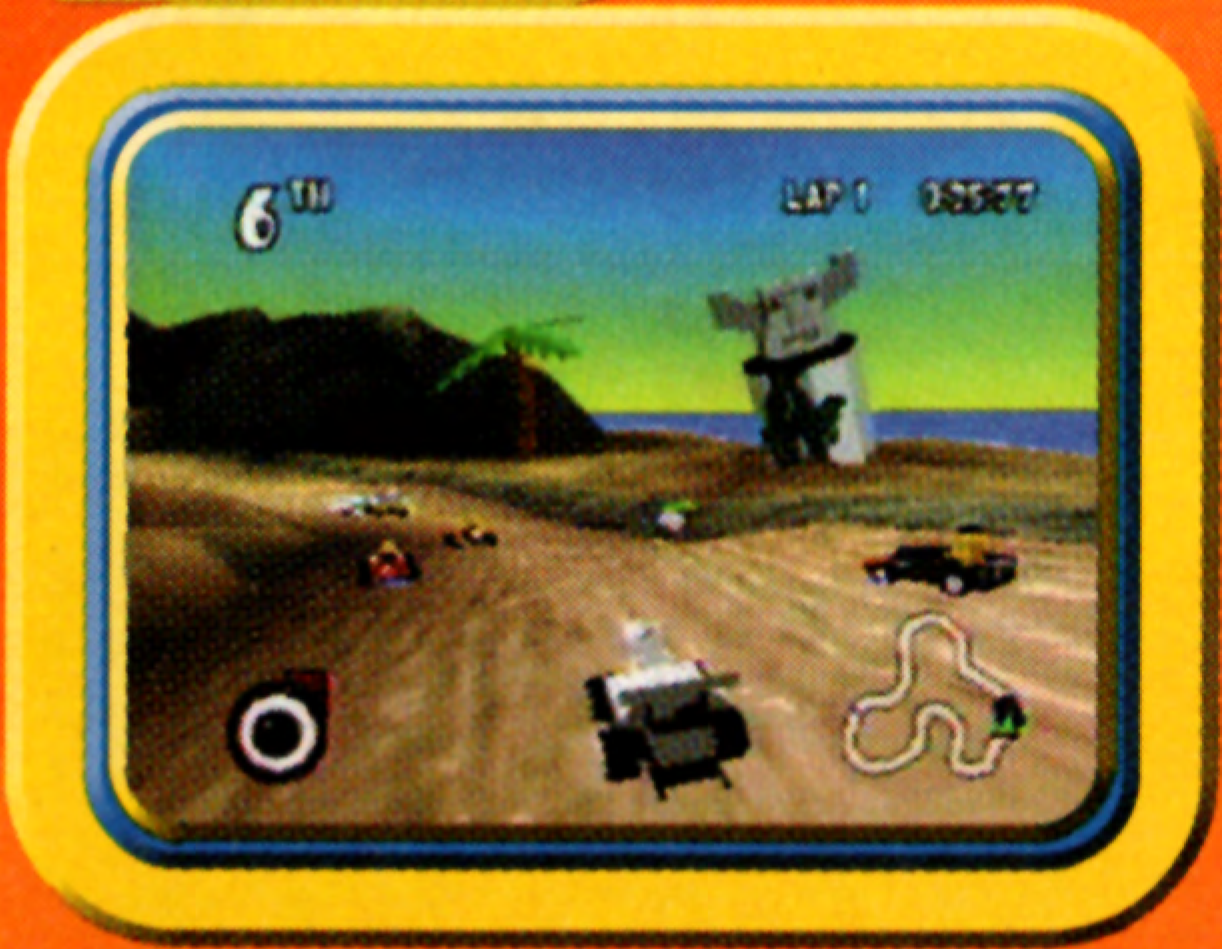
Playing the Game

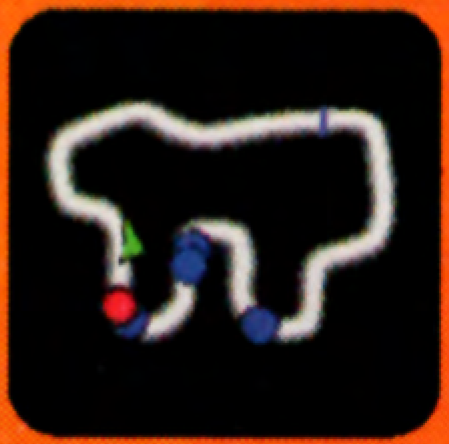
There are four basic power ups: **Hazard** (yellow), **Turbo** (green), **Projectile** (red), and **Shield** (blue). To collect a power up, drive through one of the colored spinning bricks on the track. To increase the level of a power up, you can collect power plus bricks. Power plus bricks are the white bricks . Look at the chart below to see what happens to basic power ups as you collect power plus bricks.

Color	Type	Basic Power Up	1 Power plus Brick	2 Power plus Bricks	3 Power plus Bricks
Red	Projectile	Cannon Ball	Grappling Hook	Lightning Wand	3 Guided Rockets
Yellow	Hazard	Oil Slick	Barrel of Gun Powder	Magnetic Trap	Mummy's Curse
Blue	Shield	5 Second Shield	6 Second Shield	8 Second Shield (reflect Cannon Balls and Rockets. Spin opponents)	10 Second Shield (reflect Cannon Balls and Rockets. Spin opponents)
Green	Turbo	Turbo Boost	Extra Turbo Boost	Flying Turbo Boost	Warp Turbo Boost

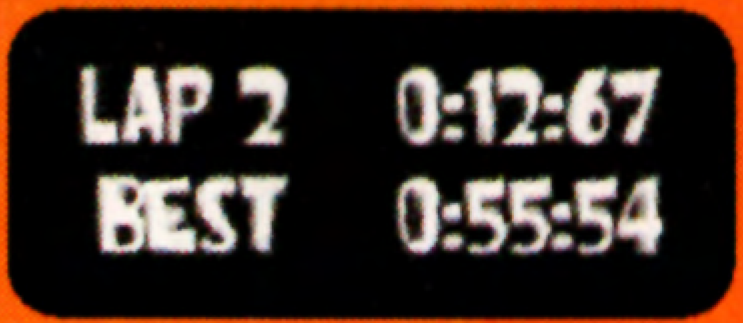
Playing the Game

Racing Screen





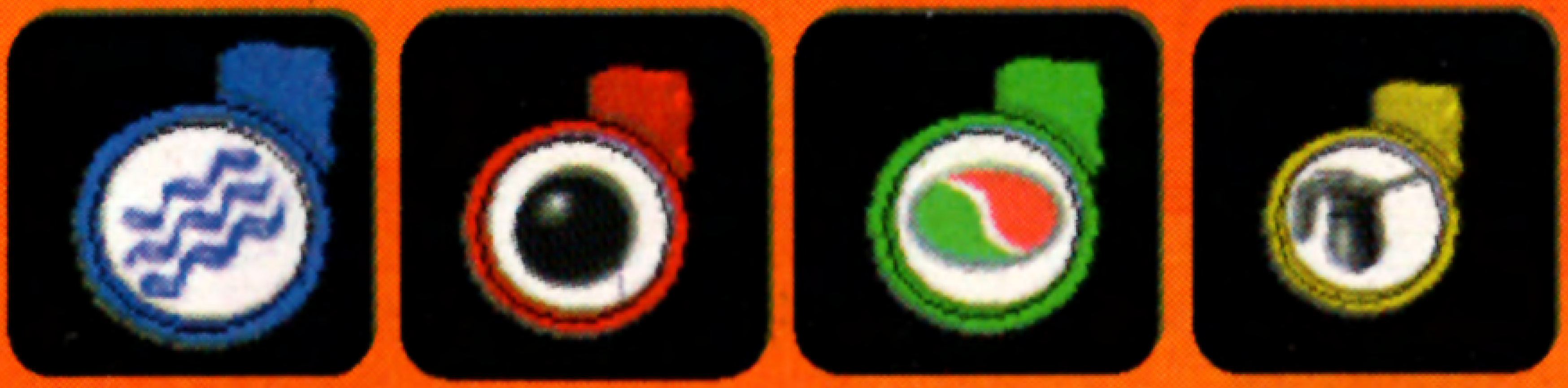
Race Position The race position indicator shows how well you are doing while you are racing. If there are six Racers in the race, it will show your position from 1st to 6th place. The green arrow shows your position, the red circle shows the circuit champion and the blue circles show the other racers. You will also see a line across the track, this is the start / finish line.


LAP 2 0:12:67
BEST 0:55:54

Lap Timers The lap timer shows how long it has taken for you to go around one lap of a race. Once you have completed the first lap, a new timer appears. This shows your fastest lap time within the race.

HOT TIP: If you are not in 1st place at the end of a lap you will see a time showing how many seconds behind the leader you are. E.g. -0:01:65 shows that you are 1.65 seconds behind the race leader.

Playing the Game



Power Up Icons
This display shows you what kind of power up you are carrying and how many power plus bricks you have collected.

Speedometer / Course Map This display has three choices:

- The **Speedometer** shows how fast you are going.
- The **Course Map** shows a bird's eye view of the whole track. and where the other Racers are during the race.
- The **Close-up Map** shows the track around you in more detail.

Press the **toggle map/speedometer** display button to choose the display that you want or to turn them all off.

Circuit Race

Story of the Circuit Race
Meet Rocket Racer – the greatest racing champion in all LEGOLAND®. But Rocket Racer has a problem. He's such a brilliant racer that no-one can beat him and now he's bored. So, to find a real challenge, Rocket has decided to hunt down the best Racers in the history of LEGOLAND and set up a truly awesome racing contest.

Playing the Game

Rocket's friend, Veronica Voltage, is a top scientist and mechanical genius. She has designed and built a fantastic LEGO® dimensional warp machine to send her and Rocket all around LEGOLAND. They have hunted high and low and even travelled through time to find the best LEGO Racers for the ultimate racing challenge.

Now, in a thrilling test of driving skills and nerve, you can take on these top LEGO Racers in a series of **Circuit Races**. And if you beat them all, you will get the chance to compete in a race to end all races and go head-to-head with Rocket Racer himself. The winner will be declared the **Greatest LEGO Racer of All Time!** Are you ready to be that LEGO Racer?

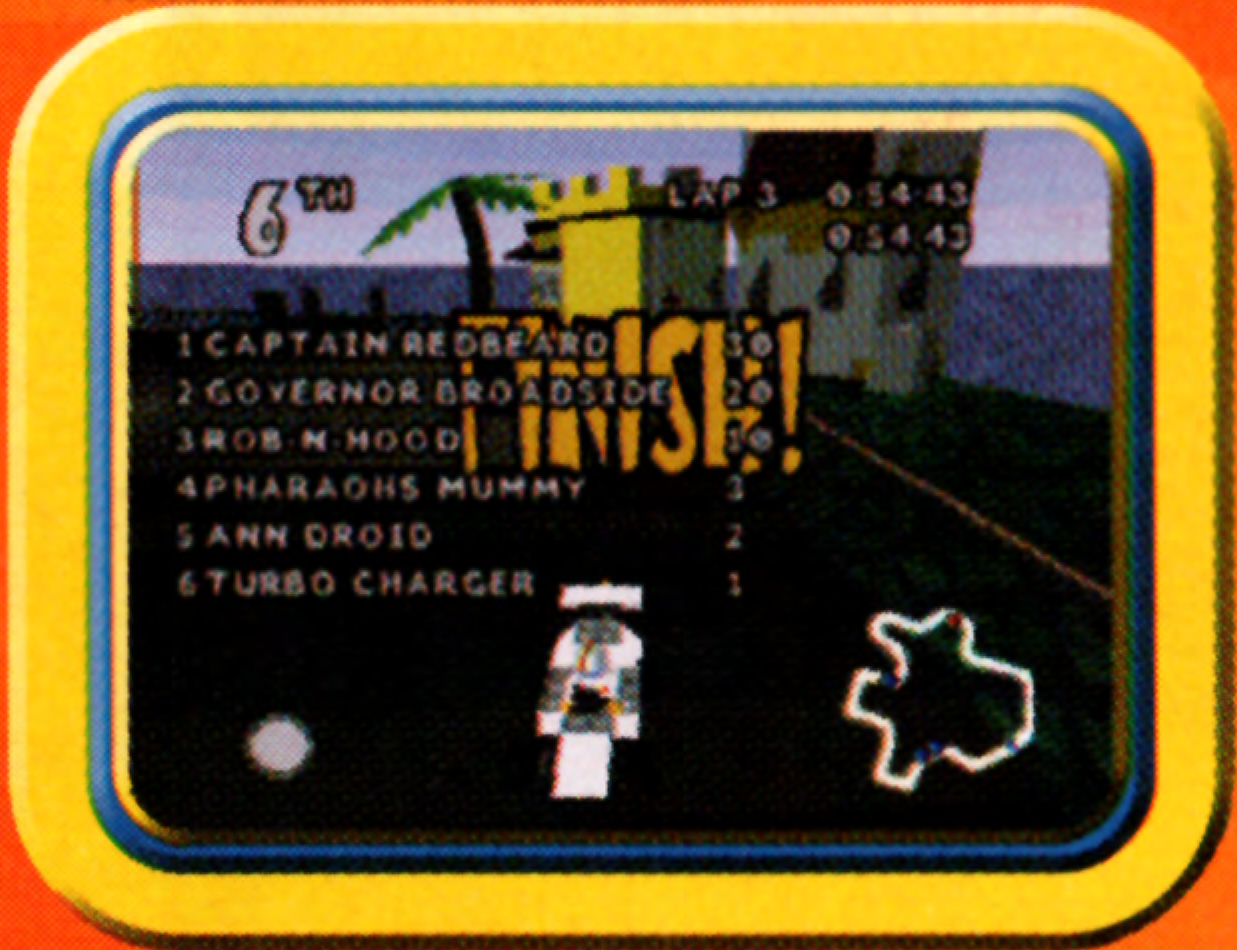
- **Scoring** A complete Circuit Race is made up of four races on four different tracks. Each race has three laps. After each race, you will be awarded points. The better you do in each race, the more points you will get. Here are the points for each position:

First 30 points
Second 20 points
Third 10 points
Fourth 3 points
Fifth 2 points
Sixth 1 point

To continue the Circuit Race, you will need at least **10 points** after the first race, **20 points** after the second race, and **30 points** after the third race. If you have fewer points at the end of each race, the Circuit Race will end and you will have to start the circuit again. To be the overall winner of a Circuit Race, you must finish the circuit with the most points.

Playing the Game

Unlocking Circuits



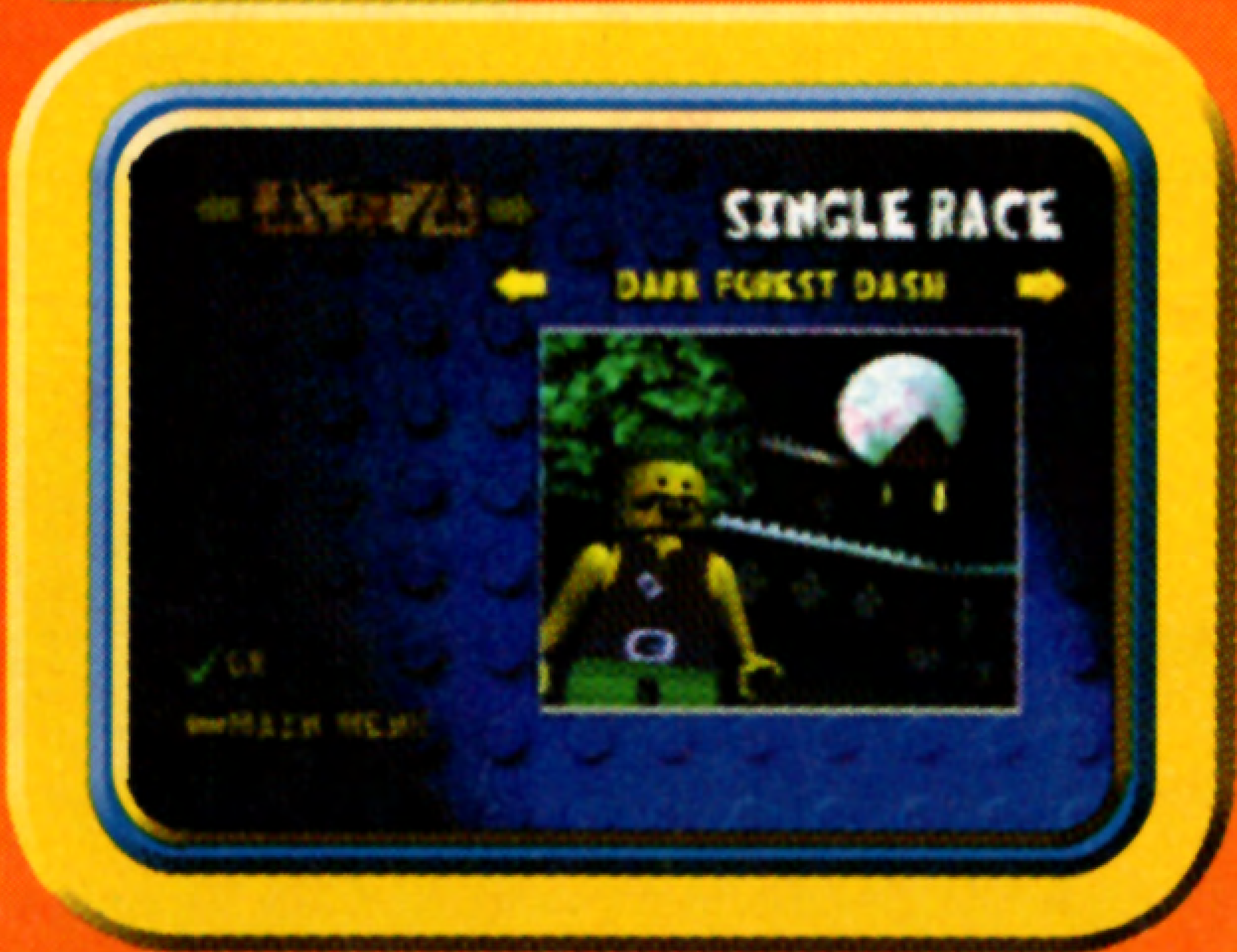
```
1 CAPTAIN REDBEARD    30
2 GOVERNOR BROADSIDE  20
3 ROB-N-HOOD          10
4 PHARAOHS MUMMY       3
5 ANN DROID            2
6 TURBO CHARGER        1
```

● **Unlocking Circuits** When you first start playing LEGO Racers, you will be able to race on only the first circuit and its four tracks. These early races are a bit easier to help you to learn how to drive and use power ups. But once you become an ace driver and are one of the top three Racers for a Circuit Race, the next circuit and its tracks will be unlocked. Winning **First place** in Circuit Races also unlocks more character pieces and car sets for you to build with and race.

The unlocked Circuits will be saved to a MEMORY CARD if one is inserted. If you do not have a MEMORY CARD, Circuits can still be unlocked, but the unlocked information will be lost when the PlayStation game console is turned off.

Playing the Game

Single Race



If you select **Single Race** from the **Main Menu**, you can race against up to five LEGO champions on a single track. To get racing, choose a **Racer** and a **track**. When you first start playing, only the tracks from the first Circuit Race will be unlocked for you to use. But as you unlock other circuits the tracks from those circuits can be played as Single Races.

Versus Race

If you choose **Versus Race** from the **Main Menu**, you can go head-to-head with a friend. In this type of race the only Racers on the track will be yourself and your friend. The other Racing Champs will not take part.

Playing the Game

You will then be able to choose a **track** to race on. Remember that you can only use the tracks you have unlocked. Now each player must choose a **Racer** to play with. You can choose the same **Racer** if you wish. **Player One** chooses first, then **Player Two**. Once player two has chosen a Racer, the race will begin. When you play a Versus Race the screen is split in two halves. Player One's view is the top half of the screen and **Player Two's** view is the bottom half of the screen.

Note: To play a Versus Race you will need two controllers attached to your PlayStation® game console.

Time Race

If you want to race against the clock, select **Time Race**. This will enter you into a race against the great Veronica Voltage. Her "ghost car" will appear on the screen, so you will have something to chase, and eventually beat. If you better Veronica's top time on every track, you will win the pieces of her cool and powerful racing car to use in building your own car. (Find out more about building a car on page 20.)

Options

You will be able to change different things such as sound effects and music volume, and controller configuration on the Options screen. Choose:

- **Game Options** to change the number of opponents in a Single Race and the number of laps in a Versus Race.
- **Audio Options** to change the volume of the sound effects and the music, and to choose between stereo and mono sound.
- **Player 1 Controls** to change which buttons are used to play the game, highlight the action you want to change with the Directional buttons and press the button you want to replace it with.
- **Player 2 Controls** to change which buttons are used to play the game, highlight the action you want to change with the Directional buttons and press the button you want to replace it with.
- **Pick Language** to change the language shown. Use the Directional buttons to select the language you want to use. Select Options to exit the screen. You will now see the language you have chosen.
- **View Credits** to find out who helped to make LEGO Racers.

Customizing Your Racer

Q. What do I need if I want to race?

A. A LEGO Racer.

Q. What is a LEGO Racer?

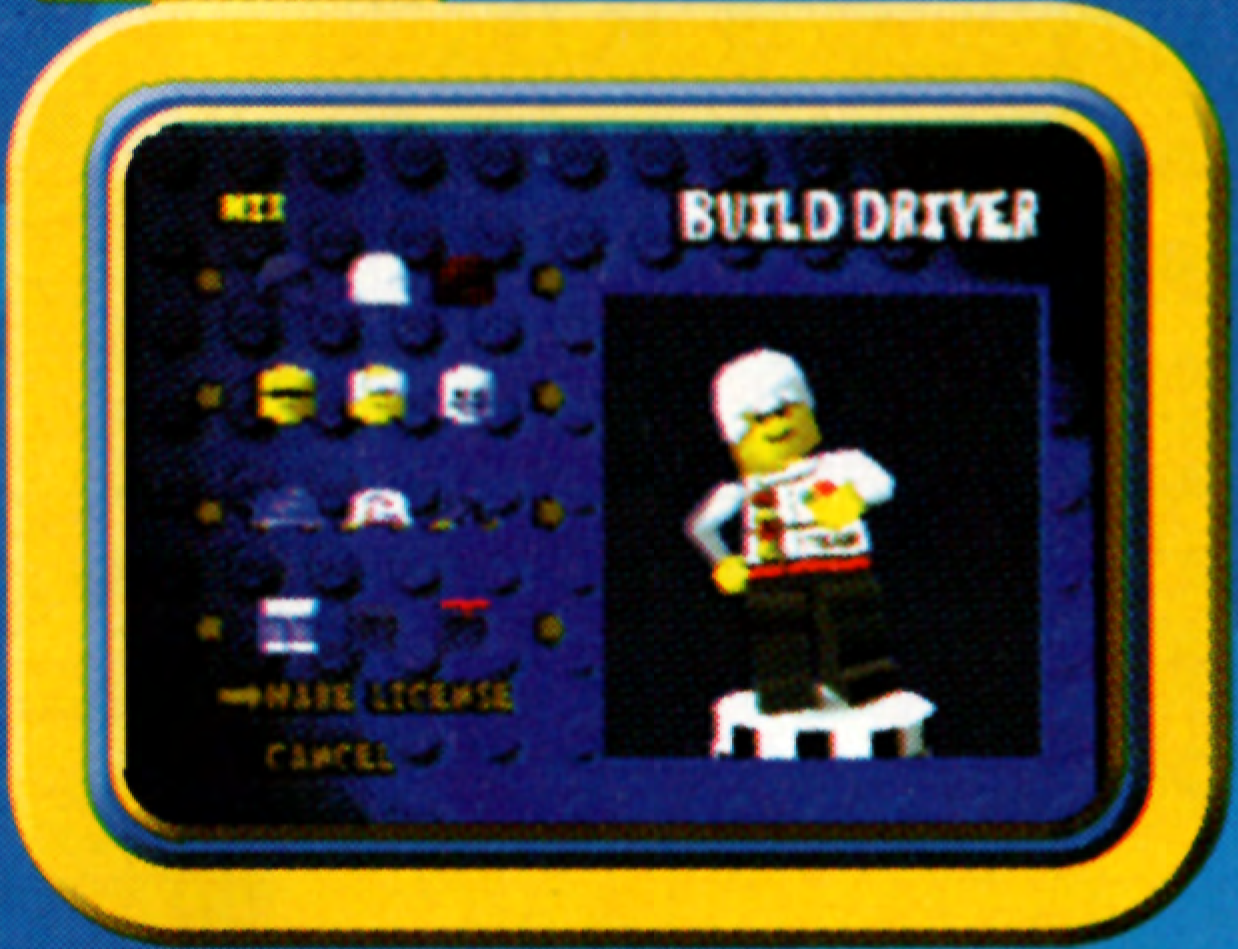
A. A Racer is made up of three main parts: the driver, the driver's license, and the car.

Q. So, how do I make a LEGO Racer?

A. Just go to the **Build Menu** and select the **New Racer** button.

Customizing Your Racer

New Racer



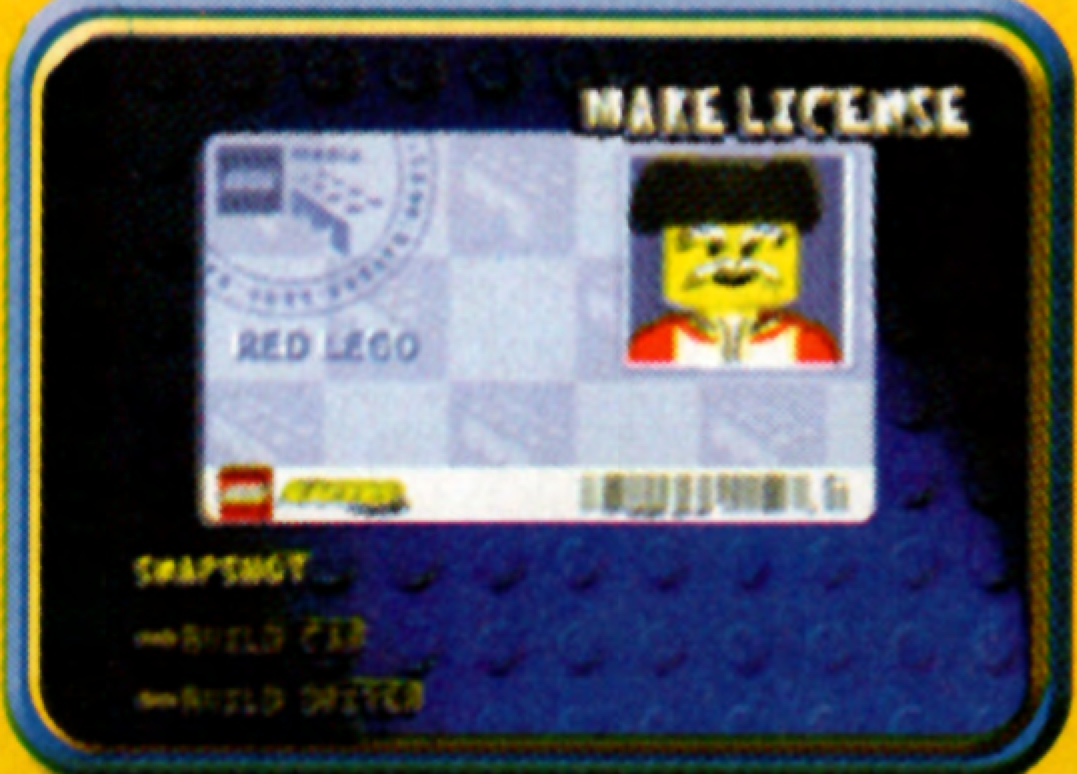
You can create a new Racer when you start LEGO Racers. You must have a MEMORY CARD to save your Racer data permanently. You can still create Racers without a MEMORY CARD, but you will lose this information when the PlayStation® game console is turned off. You can create your car and your driver, giving him or her a name you like. Choose **New Racer** to create your character. This will take you to a menu where you can specify where to save your New Racer data. You can choose **MEMORY CARD Slot 1, MEMORY CARD Slot 2** or **Continue without saving**. If you choose either of the MEMORY CARD slots, your Racer will be saved to the corresponding MEMORY CARD. If you choose Continue without saving, the Racer data you create will only be stored until your PlayStation game console is turned off.

TO PERMANENTLY STORE A RACER YOU MUST HAVE A MEMORY CARD. Once you have finished creating your Racer and returned to the **Build Menu**, you will see a note below the currently selected Racer that shows what MEMORY CARD that Racer Data is saved on. If the Data is not saved to a MEMORY CARD, it will display a **"Not Saved"** message.

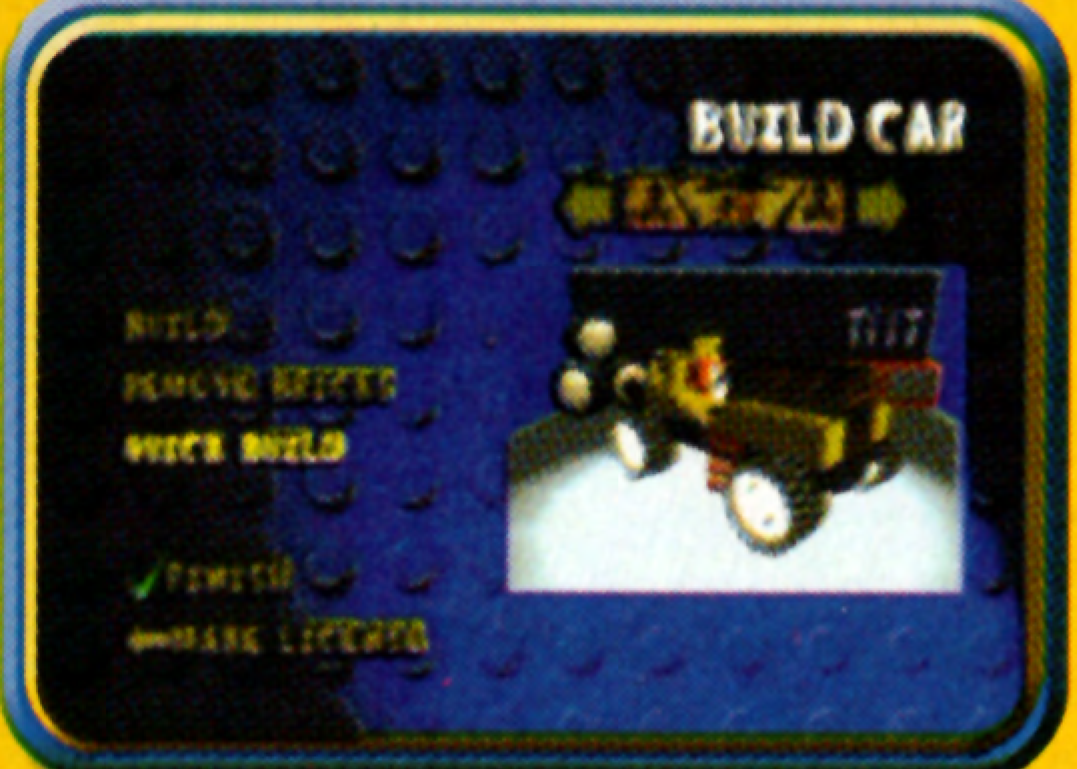
This will then take you to the **Build Driver** screen. You can change the hat or hair, head, body and legs of your driver. Using the directional buttons on your controller, move **up** or **down** to highlight the "part" of your driver that you want to change. Then by using the directional buttons move pieces **left** and **right** to change them. Choose **Mix** to quickly build a driver for you. When you are happy with your driver choose **Make License**.

Customizing Your Racer

Make License


MAKE LICENSE
RED LEGO
SNAPSHOT
BUILD CAR
BUILD DRIVER

Build Car


BUILD CAR
BUILD
REMOVE BRICKS
QUICK BUILD
FINISH
MAKE LICENSE

Before you can drive you must get a License! To enter your driver's name, highlight the text **entry box** using the **directional buttons** on the controller. To delete a letter press the **TRIANGLE button**. To move to the next letter, press the **X button**. To change a letter use the **directional buttons** on the controller. Finally, take your driver's photograph by highlighting the **Snapshot** option using the directional buttons on the controller and pressing the **X button** to change your driver's Snapshot. Now it's time to build your driver a car. Choose **Build Car** by highlighting the option using the directional buttons on the controller and pressing the **X button.**

You now have three options:

* **Quick Build**
* **Remove Bricks**
* **Build**

First, choose your chassis, the starting point for all cars. To choose a chassis, highlight the **arrows** and **icon** just above the view area by moving the directional buttons on the controller. Move **left** and **right** using the directional buttons to choose a chassis. Press the **X button** to select the chassis.

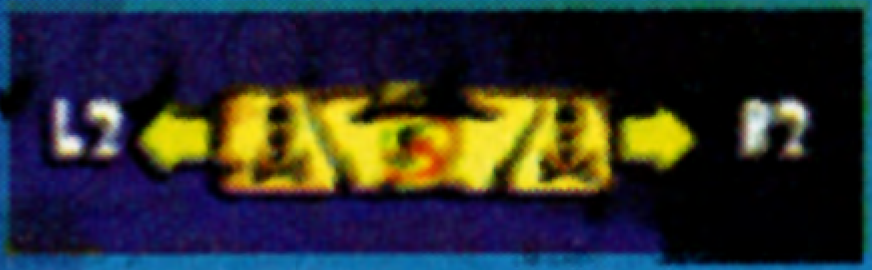
Customizing Your Racer

- **Quick Build** will quickly build a car to fit the chassis you have chosen. Each time you click on Quick Build it will create a brand new car for you. You can select this speedy option if you want to spend more time racing than car building.

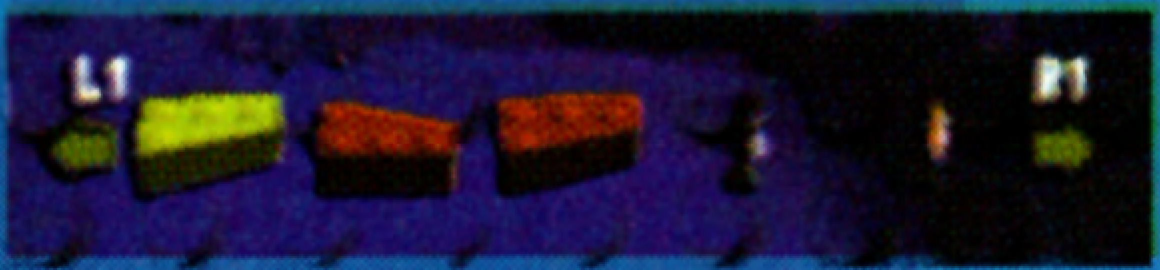
- **Remove Bricks** will take all the bricks off the chassis. If you have started to build a car, you will need to do this before you can choose a new chassis. If you have chosen a Quick Build car you can choose a new chassis at any time.

- **Build** will let you create a unique, custom-built car. It will take you into an area where you can design a car to suit your driving style.

In the build area you will find two sliding controls at the top of the screen: one selects **car sets** and the other selects **LEGO Bricks**.



- Start by choosing a car set. The current car set is shown by the selector at the top of the screen. Each car set has a different group of LEGO Bricks in it. Use the **L2 and R2 buttons** to select a car set.



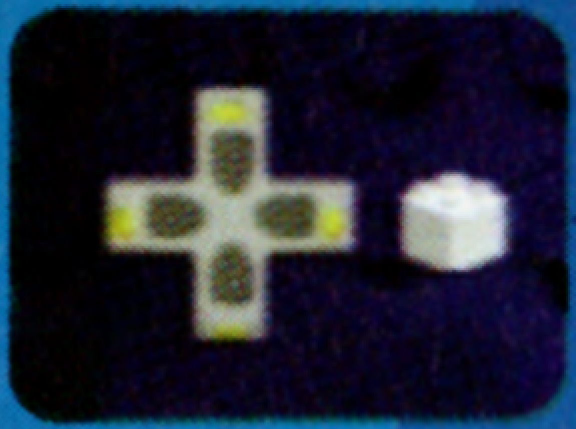
- Use the LEGO Brick selector to choose a LEGO Brick to put on the chassis. Use the **L1 and R1 buttons** to select an element from the car set. The LEGO Brick in the middle of the selector will be the currently selected one. You will see this LEGO Brick above your car in the view screen.

You can only look at one car set at a time. If you can't find the LEGO Brick you are looking for, try changing the car set.

Customizing Your Racer

Change camera view You can change the camera to look at your car from different angles. Hold down the **O button** and then use the **directional buttons** on your controller to change the view angle. Remember that you must keep the **O button** held down for this to work. Once you release the O button, you release control of the camera.

Rotate LEGO Brick You can rotate the LEGO Brick you have chosen. Use this to get the LEGO Brick in the right position before placing it on your car. Rotate the currently selected piece by pressing the **SQUARE button** on your controller.



Move piece You can move the LEGO Brick into the position you want above the car by using the directional buttons on your controller.

Note: When you hold down the O button, the directional buttons will move the camera instead of the LEGO brick.

Drop LEGO Brick You can drop the LEGO Brick you have chosen onto the car. A "ghost" image of the brick will drop into place if it will fit on the car. If the LEGO Brick won't fit, the ghost image will not drop down and red squares will appear. The red squares show where the brick cannot be connected.

Customizing Your Racer

If the LEGO Brick won't fit, you can try doing the following things:

- **Rotate** the brick or move it to make a successful connection.
- **Change the view** of your car so that you can see where the brick will connect.
- **Look carefully** at the brick. Just like real LEGO® bricks, some have unique connecting shapes. This could mean that you can't place other bricks on top of them, or they can only fit in certain places.

If you are still having trouble placing a LEGO Brick, it's possible that the brick you have chosen is too big for the place you want to put it, or your car might have reached its length, width or height limit.

Undo Use the Undo control to remove the last brick by pressing the **TRIANGLE** button. You can use this control repeatedly to remove as many bricks as you want.

Exit When you have finished creating your car, just press the **START button** to leave the build area.

Customizing Your Racer

Quick Reference for Car Building This is a short list of the buttons you can use in the build area.

L2 and R2	Change currently selected car set
L1 and R1	Change currently selected LEGO Brick
Hold O button and use directional buttons	Change camera view
SQUARE button	Rotate piece
directional buttons	Move piece
X button	Drop piece
TRIANGLE button	Undo

Building and Car Performance The way you build your car will have some effect on how well it races. The way your car is built will affect two things: **weight** and **balance**. You can ignore these effects and simply build the most amazing and incredible car you can think of, or you could go for the best of both worlds – a cool-looking car that handles well.

It's your choice. There is no right or wrong way to build a car. It all depends on your driving style.

Customizing Your Racer

Balance The balance of the car depends on where you place the bricks on the chassis. A stable car will have LEGO bricks spread evenly over the chassis. Building a car with a larger number of bricks to one side of the car will make the car unbalanced and affect the steering.

Weight The weight of the car depends on the weight of the chassis and the number of bricks you put on the chassis. Different chassis weigh different amounts and some bricks weigh more than others. On the whole, bigger bricks weigh more than smaller ones. **Heavier cars have a better top speed and are easier to steer, but will take longer to reach their top speed. Lighter cars have a lower top speed and will not turn as easily, but will accelerate more quickly.**

Test Drive

● **Test Drive** If you want to try out your new car, take it for a drive on the test track. Select **Test Drive** from the **Build Menu**. You will be able to drive on the concrete track for high speed tests or on the off-road track to find out how your car handles on rougher driving surfaces. When you've had enough, drive to the track exit and you will be taken back to the **Build Menu**.

HOT TIP: If you have just created your first Racer, it will be the only one to choose from when you come to do a test drive. But later, when you have created more Racers, you will have to make sure that you choose the car you have been working on and want to test.

Customizing Your Racer

Unlocking Car Sets and Characters

When you start using LEGO Racers, you will have a choice of four basic car sets: **General** Bricks, **Race** Bricks, **Space** Bricks and **Castle** Bricks. As you become a better driver and start unlocking Circuit Races, you will also unlock more car sets and character sets to choose from. The LEGO Bricks from different car sets can be combined onto one chassis in **Build** mode, so the more car sets you win, the more variations you will be able to build.

Note: The unlocked Car sets will be saved to a MEMORY CARD if one is inserted. If you do not have a MEMORY CARD, car sets can still be unlocked, but the unlocked information will be lost when the PlayStation game console is turned off.

Saving Your Racer

Your new Racer will be saved automatically once you have finished creating or editing it. The **character**, **car configuration** and **driver's license information** will all be stored for you to use again. You can also make a copy of your Racer by selecting **Copy Racer** from the **Build Menu**. This will create a second copy of your Racer for you to edit.

Delete Racer

Choose **Delete Racer** to permanently remove Racers you no longer want. You will be asked if you really want to delete the Racer, so you can cancel if you change your mind. You can only remove Racers you have created yourself.
Once you have removed a Racer it cannot be recovered.

Racing Tips

1. Try to get really good at the easier races first. Then practice **power sliding** to get ready for tackling tougher opponents and tracks.

2. Use the **test track** to try out your car before racing in a real race.

3. If you have trouble beating the LEGO Racer Champs, you may need to get hold of Veronica Voltage's car set. But how do you do that?

HOT TIP: It's all in timing. See Time Race on page 16 if you can't remember.

4. There are **shortcuts** on most tracks that may help you to get the edge. Find out where these are so you can use them often.

HOT TIP: Some of the shortcuts are triggered by power ups.

5. Different **power ups** have different effects. Make sure you learn all the types and the effects they have on you and your opponents.

6. Although collecting **power plus bricks** will give you the most powerful power up this is not always the best strategy. Try to learn how each Champ uses power ups and think of a strategy to beat them.

HOT TIP: Captain Redbeard likes to use the cannonball so try to use the shields to beat him.

Building Tips

1. If you are having trouble placing bricks on your car, try moving the camera around. You can move the **camera** to a top down view. This should show you exactly where the brick will connect.

2. Different **chassis** have different handling abilities. Experiment to find one that suits the way you drive.

3. Always try out a new car on the **test track**. This will make sure that it feels right before you start to race.

4. Try to keep the car **balanced** when building. Don't put all the bricks in one corner of the car. This will make it lop-sided and awkward to drive.

5. To get a really good-looking car try combining different LEGO bricks from each of the car sets.

Credits

Game Design	Kerry J. Ganofsky
Executive Producer	Keith Morton
Programming Director	Scott Corley
Lead Programmer	Dwight Luetscher
Programming	Hal Bouma Andrew Falth Jeff Marshall Adisak Pochanayon Dave Scheele
Lead Artist	Cary Penczek
Artists	Gabe Bott Bill Eng Pete McLennon Gary Oliverio Brian Schultz Kelly Seider Joe Stinchcomb Brian Westergaard
Lead Sound Engineer	Eric Nofsinger
Sound engineers	D. Chadd Portwine Michael Caisley
Testing	Kevin Sheller William Golz

LEGO Media International
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Worldwide Managing Director

Product Development
Laurence Scotford : Head of Constructive, Games & Girl's Software
Tomas Gillo : Senior Producer, Games

Testing & QA
Tony Miller : QA Manager
Scott Mackintosh : Lead Tester
Michael Ray : US Sr. Consumer Support Specialist

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Production
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Karen Difronzo : US Logistics Manager

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Philippe Osswald : Marketing Manager
Ron Gibson : US Marketing Manager
Chad Pelletier : US Project Coordinator

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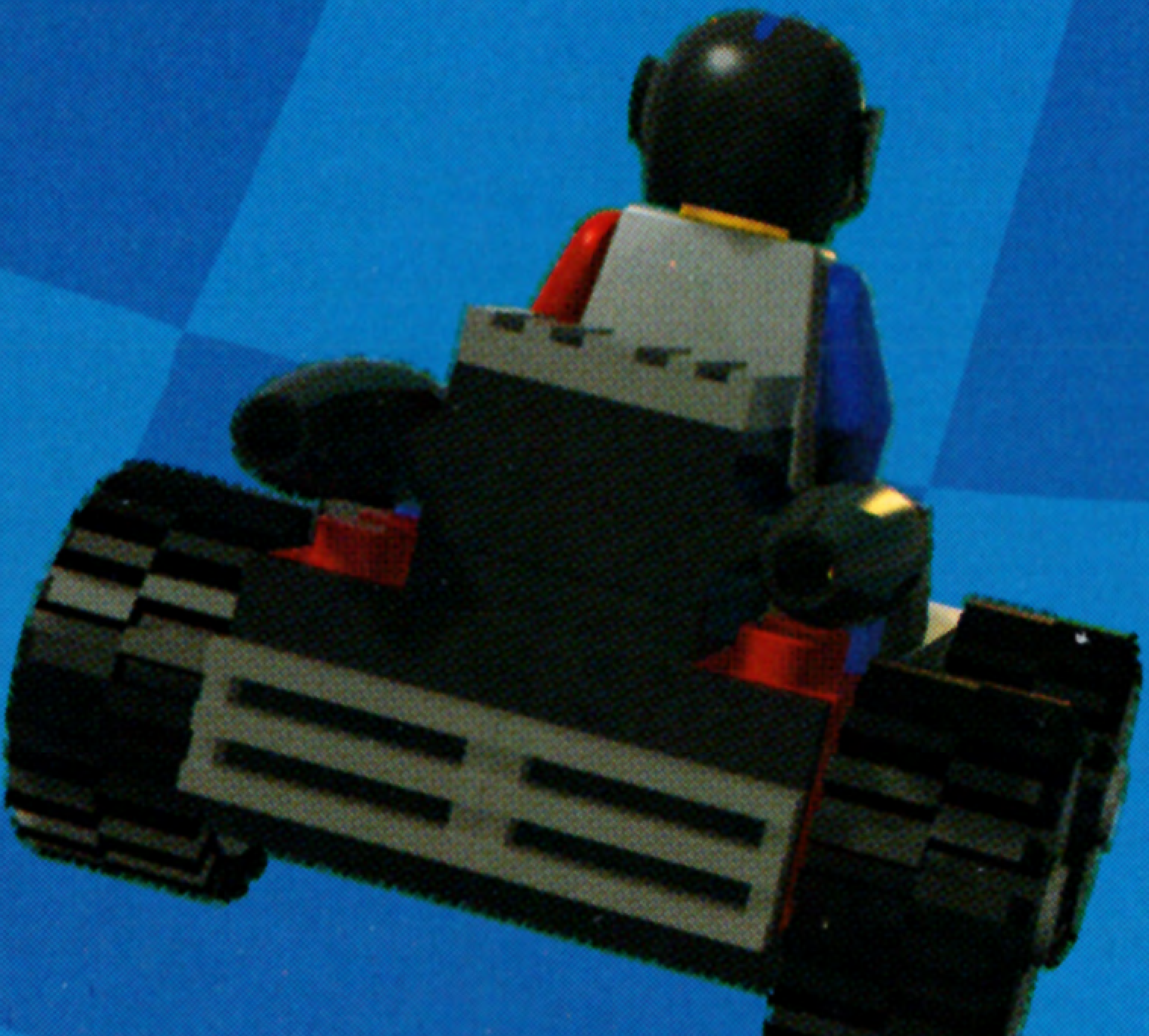
If you experience any issues with LEGO Racers, please contact Technical Support.

Precautions

Please read before using any video game or allowing your children to use it.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES
Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.



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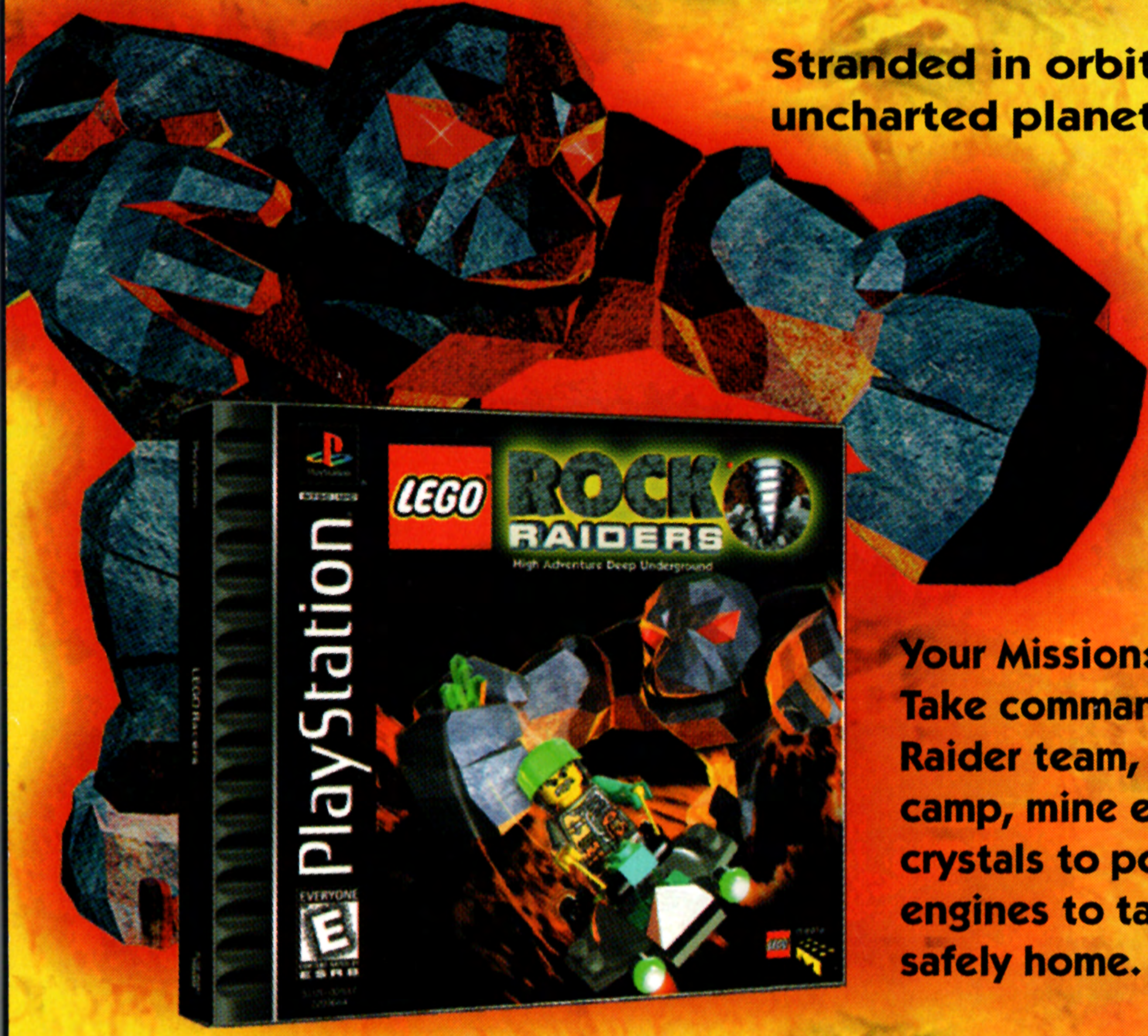

Stranded in orbit around an uncharted planet...

Your Mission:
Take command of the Rock Raider team, make base camp, mine enough energy crystals to power the ship's engines to take your team safely home.

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